

#17

STAR WARS®

MISSIONS



DARTH VADER'S RETURN

RYDER WINDHAM

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SCHOLASTIC INC.

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INTRODUCTION

The Death Star had been the Empire's ultimate weapon. Commanded by Grand Moff Tarkin, the immense battle station possessed the power to obliterate entire planets. Tarkin demonstrated this capability when he blew up Princess Leia Organa's homeworld Alderaan with a single blast.

Tarkin perished when Luke Skywalker and the Rebel Alliance destroyed the Death Star during the Battle of Yavin. Darth Vader, the Dark Lord of the Sith, was perhaps the only Imperial survivor of the battle. It took days for Vader to bring his damaged TIE fighter to an Imperial Base and report to Emperor Palpatine. The Emperor was already aware of the Death Star's destruction, having sensed a great disturbance in the Force at the moment the battle station exploded.

Weeks before his death, Grand Moff Tarkin had given three holotapes to Admiral Terno, commander of the Star Destroyer *Liquidator*. The first holotape had instructions for Terno to contact Emperor Palpatine. The second tape contained orders to annihilate the citizens of Delrakkin so the Empire could conduct secret, dangerous experiments in the Delrakkin system. If the tests worked, the Empire would be able to prevent Rebel ships from escaping into hyperspace.

Before any experiments could begin, the Rebels destroyed the *Liquidator*, hoping Tarkin's final plans would be lost in the destruction. Little did they know that Admiral Terno and Communications Officer Tix had blasted away

in an emergency escape pod, taking Tarkin's unplayed third holotape with them.

As Termo and Tix struggled to reach an Imperial outpost, Darth Vader traveled to meet with Emperor Palpatine in order to plot their next move against the Rebel Alliance.

PRELIMINARY MISSION

CHAPTER ONE

The snow-covered Manarai Mountains rose like guardians over the giant Imperial City on the planet Coruscant. In the early evening, thousands of skyscrapers took on a golden color, basking in the last rays of sunlight that shafted down from beyond the nearby mountain peaks.

Soaring down to Coruscant's surface, a Carrack light cruiser flew low over the glittering sprawl of the city, heading toward the towering spires of the Emperor's palace. Across the city, thousands of sensors monitored the Carrack's approach, checking for signs of incoming trouble. Although the Carrack was an Imperial vessel, security measures had increased greatly since the destruction of the Death Star.

As an added precaution, the Carrack was also tracked by hundreds of skyscraper-mounted laser cannons. The cannons were prepared to blow the sleek vessel out of the sky if it strayed from its precise course.

The Carrack angled toward the palace's gleaming executive landing platform. Five humanoid figures stood at the edge of the platform, patiently waiting for the ship to land. Four were Imperial Royal Guards, clad from head to toe in red robes and armor. Conditioned to obey the Emperor's will and protect him with their lives, the Royal Guards were considered the most lethal soldiers in the galaxy.

The fifth observer was a young Imperial captain named Mordak. With his neat haircut, trim figure, and tailored gray uniform, Captain Mordak appeared to be a living advertisement for the Academy's officer training program.

The Carrack cruiser was designed to carry five TIE fighters on external racks. Captain Mordak noted that only one TIE fighter was attached to the Carrack's exterior. It was a TIE Advanced x1 Prototype, distinguished by its matching bent wings. One of the wings was badly damaged, with scorch marks indicating a direct hit from a laser cannon.

The moment the Carrack's retractable landing legs touched down upon the platform's surface, a hatch slid back and the boarding ramp extended from the ship. Seconds later, Captain Mordak heard an inhuman rasp, the sound of mechanically labored breathing. The Carrack's hatchway had filled with darkness. The darkness took shape and then stepped forward, emerging from the hatch as a tall, unmistakable black-armored figure. Recognizing the Carrack's passenger, Captain Mordak felt a chill travel up his spine.

A long, heavy cape flowed behind the Carrack's passenger as he strode quickly down the ramp. Ignoring the four red-armored guards, he walked directly to Captain Mordak, stopping so close that Mordak had to tilt his neck back to look into the lenses of the angular, black plastoid helmet.

In a deep voice offset by the sound of his breathing apparatus, the visitor demanded, "Take me to the Emperor immediately."

"Yes, Lord Vader," Captain Mordak answered.

"And after that," Darth Vader added, "have a technical crew repair my TIE fighter."

Admiral Termo looked out the small, circular viewport of the emergency escape pod. In the distance, he saw what

appeared to be a dense asteroid belt. Realizing the escape pod was moving away from the asteroids, Termo breathed a sigh of relief.

For weeks, Admiral Termo had shared the cramped escape pod with Communications Officer Tix. Although the pod was designed to accommodate six passengers, most people were not accustomed to spending more than a few hours in such a small vessel. Luckily, it had been specially equipped for long emergencies.

Because the Star Destroyer *Liquidator* had been on a series of secret missions to Delrakkin and the Yavin system, the Imperial fleet had no idea the mammoth ship was even missing. The Rebel Alliance destroyed the *Liquidator* before it could attack the Rebel base on Yavin Four, and Admiral Termo and Officer Tix were the only Imperial survivors.

Moments after they blasted away, Termo and Tix realized they were in great trouble. The pod's distress beacon, navigational controls, and communications system had been damaged during the escape, and it had rocketed far out of the Yavin system. Despite their efforts to make repairs, the two Imperials found themselves hopelessly adrift, lost in the deep cosmos.

Officer Tix was asleep as Admiral Termo gazed out the escape pod's viewport. Termo saw a bright red sun churning slowly against the star-filled galaxy. The tinted transparisteel viewport prevented the distant sunlight from blinding the admiral.

Termo was not certain, but the red sun appeared larger than it did when he had first viewed it several hours earlier. Realizing the escape pod might be drawing closer to the so-

lar body, and knowing there was no way for the pod to escape such a powerful gravitational pull, Termo tried to fight down a sense of panic. If the pod passed too close to the sun, they would be roasted alive.

Tix rolled over in his sleep, causing Termo to turn. Termo could not get used to the sight of Tix's unshaven face. Raising a hand to his own stubbly chin, Termo wished the escape pod's engineers had included a shaving kit along with the provisions.

Termo knew physical appearance was the least of their worries. They were running out of food and the pod's life support system was not good for more than another two days. It had occurred to Termo that a single passenger might survive for another week in the pod. He had contemplated killing Officer Tix, but that would mean being stuck with a dead body in the escape pod. The pod smelled bad enough already.

Besides being unable to get rid of Tix's body, Admiral Termo had another reason he wanted to keep his communications officer alive. If they were lucky enough to reach some kind of civilized planet, Officer Tix might be able to assemble a communications device and send a distress signal to the Empire.

Admiral Termo reached into his jacket pocket and removed a holotape. Grand Moff Tarkin had entrusted Termo with three holotapes, and this was the third and final one. The first two were now in the possession of the Rebel Alliance and utterly useless, but Termo believed the third tape contained vital information. Unfortunately, the pod was not equipped with a holotape projector.

Tix sat up from the padded gee-couch and opened his

eyes. "Good morning, Admiral Terno," Tix mumbled, suppressing a yawn. The admiral answered with a mere glance. He was tired of talking with Tix. He just wanted Tix to go away. He also wanted to take a shower.

Terno returned the holotape to his pocket and his attention to the viewport. Beyond the viewport, against the stars, he saw something that made his eyes go wide. It was a small red planet, enveloped by the luminescent glow of a thin atmosphere. Leaning forward, Terno pressed his face against the viewport to get a better view.

"What is it, sir?" an excited Tix asked. "What do you see?"

"Brace yourself, soldier," Terno answered. "We're about to have a very rough ride!"

CHAPTER TWO

Darth Vader stood in the Emperor's throne room, studying Palpatine's withered body. Palpatine was fully submerged in a bacta tank, and numerous plastic tubes were stuck into his arms and legs. Three surgical droids monitored the Emperor's condition, using their long, mechanical appendages to make adjustments to the tank operation systems. The bacta compound bubbled up around the Emperor, tightening and healing his sagging, pale skin.

Before Palpatine became the Emperor, he had been human. The dark side of the Force had made him more powerful than any other human... but the power also had consumed his frail body. Aging rapidly, his bones had become gnarled. Pure evil twisted through his veins. Anticipating that his body would become exhausted and die, Palpatine had cloned himself. By discarding his used-up bodies for new, youthful clone bodies, the Emperor believed he would live forever.

But cloned bodies required time to grow, and none were presently available. While the Emperor waited for a new one to mature, the surgical droids did their best to preserve their master's decaying body.

Still submerged in the bacta, Palpatine opened his heavily lidded eyes. His face was partially obscured by two plastic tubes inserted into his nostrils. Seeing Darth Vader outside of the tank, a broad grin crawled across the Emperor's wrinkled face. Tiny blue bubbles slipped out from between his small, sharp yellow teeth.

Welcome, my servant, the Emperor conveyed with his mind.

Darth Vader dropped to one knee and bowed before the figure in the tank. "What is thy bidding, my master?" Vader implored.

The Emperor's eyes remained open and his smile fixed as he telepathically commanded, *Tell me what happened to the Death Star.*

"The Rebels attacked and were successful in destroying the space station," Vader answered. "They must have learned of a weakness in the Death Star's plans."

The Emperor's eyes narrowed and he slowly tilted back his head in the tank. *The Death Star was just a toy compared with the power of the Force, but the loss of Grand Moff Tarkin is unfortunate. Are the Rebels still based in the Yavin system?*

"Yes, my master," Vader answered. "Do you wish to attack?"

NO! the Emperor answered sharply, the silently communicated word echoing within Darth Vader's brain. Palpatine's smile twisted into a tired sneer. *We don't want any more neutral planets to feel sympathy for the Rebel Alliance. If we attack Yavin, the Rebels will become martyrs! We will wait for the right moment to strike back, and then we will crush them!*

"As you wish, my master," Vader replied. "I look forward to avenging Grand Moff Tarkin and his Death Star."

The wicked smile returned to the Emperor's face. *It is possible, Palpatine communicated, that Tarkin himself might conquer the Rebels . . . from his grave!*

At this, the Emperor's head tilted back and Vader heard the sound of Palpatine's gurgling laughter.

The *Liquidator's* two survivors worked at the damaged controls of the emergency escape pod. Officer Tix had pried open a panel from the floor so he could reroute several cables and wires to a computer module built into the curved wall.

"The escape pod's emergency landing system is operational, sir," Tix exclaimed. "We're in the red planet's orbit now, and we have enough energy left to activate the thrusters and aim for a landing."

"It's not going to be that simple," Admiral Terno countered. "Remember — we had to transfer most of the pod's energy to life support. Our shields might not hold up when we enter the planet's atmosphere."

Tix examined the wall-based computer module. "We can use the energy units from our blasters. It'll be tricky, but I think I can channel the energy through these cables to give our shields a jolt."

"We'll be without weapons," Terno realized. "But it's our only chance. Do it!"

After Officer Tix drained energy from their blasters, Terno threw a switch and the escape pod's retro-rocket nozzles fired. As the pod blasted closer to the red planet, Tix quickly pulled one cable out from the computer's access ports and replaced it with another. A dense humming sound filled the pod and the running lights dimmed as the deflector shields kicked on.

Seconds later, the escape pod was engulfed in a brilliant fireball as it shot through the red planet's atmosphere. The

pod shook violently against the reentry procedure, and the two Imperials found themselves pressed deep into their seats. Termo closed his eyes, feeling sweat break out across his entire body. The heat was unbearable.

"The shields won't hold for much longer, sir!" Officer Tix yelled over the noise.

Suddenly, a thin whistling sound filled the pod, and the heat began to dissipate. The pod's upper six attitude control thrusters fired and the pod righted itself, angling to land on the planet's surface.

"We've done it!" Admiral Termo shouted. "Tix, we've done it!"

The pod landed at the base of a rocky slope. Termo checked to see if the atmosphere was poisonous. Once the air had tested negative for toxins, he threw the hatch open and inhaled the warm air of the red planet. Officer Tix followed Termo out of the tiny vessel.

Surveying the apparently lifeless, rocky terrain, Termo turned to Officer Tix. "Do you have any idea where this planet is located in the galaxy?" Termo asked.

"No sir," Tix replied. The communications officer climbed up the rocky slope. Noticing a needlelike tower in the distance, Tix cried out, "Look, Admiral! Over there! It looks like some kind of transmission relay tower!"

Termo ran up the slope and gazed at the tower, almost unable to believe their good luck. "It doesn't appear to be an Imperial installation," Termo observed. "It's an alien design. Do you think you can broadcast a signal from it?"

"I can only try, sir," Officer Tix admitted.

"Well, you'll have to do better than that, officer. We have to get a message to the Empire!"

CHAPTER THREE

After Emperor Palpatine emerged from the bacta tank, he donned his dark robe and went to his private chambers. Darth Vader stood waiting in the room. The Emperor seated himself in a thronelike chair while Vader remained standing. Vader's respirator interrupted the quiet with its distinctive mechanical rasp.

"During his command of the Death Star, Grand Moff Tarkin had been working on another secret plan," Palpatine began. "Tarkin left three holotapes with Admiral Terno, commander of the Star Destroyer *Liquidator*. The first two tapes have served their purpose and are no longer of any importance. The third holotape contained Tarkin's instructions for a device that can prevent enemy ships from escaping into hyperspace."

"I was informed the *Liquidator* was recently destroyed by the Rebels," Vader stated.

"That is correct," the Emperor confirmed. "But it is possible the holotape has survived. It may have fallen into the hands of the Rebellion. If the holotape exists, we must locate it. Grand Moff Tarkin's plans still have a chance to destroy the Rebel Alliance!"

Aware of another presence in the chamber, both the Emperor and Darth Vader turned their heads toward the doorway. Captain Mordak quietly entered the room.

"Forgive me, my Emperor and Lord Vader," Captain Mordak pleaded. "Emperor, you asked to be alerted for any information regarding the Star Destroyer *Liquidator*. We have just received a signal from a planet in the Unknown

Regions. It appears that Admiral Termo and his communications officer are alive."

Darth Vader paused for a moment, thinking. Then he deferentially turned to the Emperor. "Admiral Termo must have the holotape or he would not have contacted us."

The Emperor grinned, displaying his teeth. "You speak the truth, Lord Vader. Termo abandoned his own Star Destroyer! He would not dare to send a distress signal unless he could offer something more valuable than his own life. Trace the coordinates of their signal and lead a team to the Unknown Regions."

"Yes, my master," Darth Vader replied.

"And be sure to convey my *gratitude* to Admiral Termo."

"As you wish, my master." Vader's heavy black cape flapped behind him as he purposefully strode out of the room.

On the distant red planet, Admiral Termo watched as Officer Tix climbed down from the alien transmission tower. "Did you transmit a signal?" Termo asked.

"Yes, admiral," Tix replied. "The terminal's operating system is similar to one I examined at the academy. Using equipment from our escape pod, I was able to reconfigure the tower to transmit a distress signal on an Imperial frequency, but I'm afraid any reception requires a pass code."

"You mean we can send a signal but we can't receive any response?" Termo inquired.

"Yes, sir. I tried to bypass the tower's computer, but without the code, I wasn't able to —"

Officer Tix was interrupted by a hail of laser fire that ex-

ploded into the rocky ground, kicking up dirt mere centimeters away from Admiral Termo's feet. The two Imperial officers whirled to face their attackers.

Eight small droids hovered in the air. Each was the size of a small ball, resembling a remote. All were equipped with three photoreceptors and compact laser weapons. Without their weapons, Termo and Tix could have tried running away. Instead, they slowly raised their hands in the air, surrendering to the eight droids.

One of the floating droids moved slightly forward in the air. "Kitcha dagga chikt-chikta!" the droid remarked.

"Do you understand their language?" Termo whispered to Tix.

"No, admiral," Tix replied. "But the Rebel who attacked the *Liquidator* had a droid that looked like one of these."

A small antenna extended from the droid who had spoken aloud, and a series of clicking noises could be heard from processing unit. "You two speak Basic," the droid announced.

"That's correct," Termo stated. "We are officers of the Imperial Navy, and we need —"

"Silence!" the droid interrupted. "You have invaded our world and alerted your allies! We will activate our satellite weapon to prevent them from landing! You are now our prisoners and will follow us to the detention center."

Before Termo could answer, the noise of grinding gears sounded from behind him. Termo and Tix slowly turned to see four tall droids step out from behind the transmission tower. The droids were old and battered, their heavy armor covered with layers of grime and red dust. Each battle

droid was designed with three skeletal arms ending in claws, and each metal claw gripped an ancient vibro-ax.

"Perhaps," Termo grumbled, "we would have been better off if we'd stayed aboard the *Liquidator*."

"But sir, we would have been killed in the explosion!" Tix protested.

"Precisely," Admiral Termo muttered as they followed the droids away from the transmission tower.

In the palace hangar, a heavily armed Carrack light cruiser was being prepared for flight when Darth Vader strode through the wide doorway. Specially outfitted with a hyperdrive and an atmospheric landing system, the Carrack had external racks for transporting five Imperial fighter craft. Six Imperial soldiers stood beside the Carrack cruiser. The six soldiers were composed of two TIE fighter pilots, two TIE bomber pilots, Captain Mordak, and a red-armored Royal Guard.

Emperor Palpatine had insisted upon using one of his Royal Guards as part of the search team. Although it was highly unusual for the Emperor to send a Royal Guard on such a mission, Darth Vader had not questioned Palpatine's order.

Walking past Captain Mordak, Darth Vader examined his repaired TIE fighter, attached to the foremost external rack of the Carrack. The TIE fighter was secured by a hydraulic clamp. Two TIE fighters and two TIE bombers were affixed to the Carrack's four other racks.

Approving the repairs to his own TIE fighter, the Dark Lord of the Sith placed his gloved fists on his hips and

turned to the other pilots. "A transmission was sent to us from an uncharted planet," Vader informed them. "We believe it was transmitted by Admiral Terno. Our mission is to locate Admiral Terno and recover a holotape in his possession."

Vader stepped forward and stared down at the lone Royal Guard. "If *anyone* disobeys my command, he will die by my own hand." The Royal Guard did not flinch.

"Board the Carrack!" Darth Vader ordered as he turned away from the Royal Guard. "We leave immediately!"

MISSION BRIEFING

MISSION BRIEFING

Before you proceed, you must consult the Mission Guide for the rules of the STAR WARS MISSIONS. You must follow these rules at all times.

This is an Imperial mission.

The Empire has received a signal from Admiral Terno, a survivor of the Star Destroyer *Liquidator*. The Empire has been able to trace the signal to a distant, uncharted planet in the Unknown Regions. Emperor Palpatine believes Admiral Terno possesses a holotape made by Grand Moff Tarkin. The holotape contains information that is vital to the Empire. With this information, the mighty Empire may be able to conquer the despicable Rebel Alliance.

Your goal is to locate Admiral Terno and retrieve the holotape. Since the planet is a mystery to the Empire, you must be prepared to deal with anything that comes your way. After you find the holotape, you must deliver it to the Emperor on the planet Coruscant. If you fail the Emperor, you will pay the ultimate price.

This Mission is extremely dangerous. It is possible your character will be seriously injured or not survive. You may use Life Points to extend your life in the game. You will begin the Mission with 2 Life Points. You will have the chance to add more Life Points as you find them in the Mission. If you are injured, you will have to subtract Life Points. *If you run out of Life Points, you must subtract 200 MP from your MP total and begin the Mission over again as another character.*

You start this Mission with your MP (Mission Point) total from your previous Mission and 2 Life Points. If this is your first Mission, start with 1000 MP and 2 Life Points.

Choose your character. You can take no more than four weapons (including a blaster rifle and a laser pistol), and three vehicles (one land vehicle and two space vehicles, including a Carrack cruiser). You may use Power three times on this Mission.

Make the Emperor proud.

**YOUR MISSION:
THE RETURN OF
DARTH VADER**

The Carrack light cruiser blasts away from its hangar, rising swiftly away from Coruscant. Millions of stars become visible from the cockpit's viewport as you pilot the ship to the hyperspace jump point.

Beside you, the copilot taps away at the controls, checking a technical readout on the ship's computer. The other Imperial soldiers are buckled into their seats in the Carrack's mid-compartment.

The Empire was able to obtain location coordinates from Admiral Termo's signal. Having entered the coordinates for the uncharted planet into the nav computer, you draw back on the lever to transport the Carrack into hyperspace.

Instead of making the hyperspace jump, the Carrack shudders and the engines howl. Something is wrong with the hyperdrive motivator. You must repair it before you can enter hyperspace.

To repair the hyperdrive motivator: Your skill# +2 is your confront#. Roll the 6-dice to quickly locate the problem and fix the hyperdrive system.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The Carrack's computer confirms that all systems are online and functioning. You may now proceed to make the jump to hyperspace (below).

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have fixed the hyperdrive motivator. Then you may proceed to make the jump to hyperspace (below).

To make the jump to hyperspace: Your skill# +7 is your confront#. Roll the 12-dice to push the lever that will launch the Carrack into the dimension known as hyperspace.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. The Carrack's thrusters ignite and the ship screeches forward. Distant stars are transformed into long, bright streaks of light. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The hyperdrive motivator whines and stalls. Although the Imperial Navy frowns upon such abuse to sophisticated technology, you know that a well-placed punch to the left of your control panel might help start the hyperdrive. Add your strength# to your confront# for your new confront#. Roll the 12-dice to bring your fist down upon the control panel.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The hyperdrive motivator kicks in and the Carrack launches into hyperspace. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. You hit the control panel too hard and receive a massive shock. Subtract 1 Life Point from your Life Point total. Luckily, your copilot manages to revive you . . . and the hyperdrive motivator. You make the jump to hyperspace, and proceed.

As the Carrack travels through hyperspace, you think about the importance of Admiral Termo's holotape. The Empire suffered a great loss with the destruction of the Death Star, and the Emperor believes the holotape may lead to victory over the Rebel Alliance. There would be nothing better than to crush the foul Rebellion once and for all.

Although many people underestimate the power of meditation, you have always known it as a most powerful ally. Over the years, you have learned that meditation not only relaxes you but actually makes you stronger in the ways of Power.

Closing your eyes, you attempt to meditate during the journey through hyperspace, with or without Power.

To meditate (using Power)*: Choose your Concentration Power. Your $\text{Power\#} + \text{your Power's low-resist\#} + 1$ is your confront\# . Roll the 6-dice to enter a deep meditation that will rejuvenate you.

If your confront\# is equal to or more than your roll\# , add the difference to your MP total. Your deep meditation has heightened your inner strength. Add 1 Life Point to your Life Point total. You may now proceed.

If your confront\# is less than your roll\# , subtract the difference from your MP total. Your copilot announces there's still a flutter in the hyperdrive motivator. You must direct all your attention to the hyperdrive controls for the rest of your hyperspace journey, and it is now impossible to meditate. You must proceed.

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To meditate (without Power): Your strength# + your stealth# is your confront#. Roll the 6-dice to ignore your environment and enter a deep meditation.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Your deep meditation has increased your inner strength. Add 1 Life Point to your Life Point total. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your copilot announces there's still a flutter in the hyperdrive motivator. You must direct all your attention to the hyperdrive controls for the rest of your hyperspace journey, and it is now impossible to meditate. You must proceed.

"We're approaching the Unknown Regions, sir," the copilot announces. Glancing outside the viewport, you see the dazzling hyperspace light display shimmer and fade as the Carrack enters realspace. Suddenly, the Carrack rocks violently as a large, unseen object strikes the ship's shields.

"You've brought us into an asteroid belt, you fool!" you berate the copilot. More asteroids come into view, huge boulders of planetary rubble tumbling through space.

"All crew to battle stations!" you announce into the Carrack's comm. Gripping the ship's controls, you bank hard to the starboard side to avoid a collision with the immense, floating debris.

A broad, pockmarked asteroid unexpectedly comes

rolling toward the cockpit viewport. Choose to evade or destroy the asteroid. If you choose evasion, choose to evade with or without Power. Remember your vehicle is a Carrack light cruiser.

To evade the asteroid (using Power)*: Choose your Vehicle Evasion Power. Your Power's low-resist# + your vehicle's stealth# + your stealth# + your Power# +2 is your confront#. Roll the 12-dice to swerve around the oncoming asteroid.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. You successfully avoid a collision with the wide asteroid and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Believing the Carrack is about to crash into the asteroid, your copilot shouts in fear. Your dodge is unsuccessful and you must proceed to destroy the asteroid (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the asteroid (without Power): Your skill# + your stealth# + your vehicle's stealth# +2 is your confront#. Roll the 12-dice to hit the inertial dampers, braking in time to let the asteroid pass without striking the Carrack.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. The asteroid misses the Carrack by a single meter. You may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. You hit the inertial dampers too late and the asteroid explodes against the Carrack's shields.

If you roll 1 or 2: Subtract an additional 20 MP from your MP total. Luckily, you and your ship have gotten through with just a scrape.

If you roll 3 or 4: The asteroid jars your vehicle's weaponry, acceleration, and navigation systems. Subtract 1 from the Carrack's weaponry#, speed#, and stealth# for the rest of this Mission.

If you roll 5 or 6: You are hit pretty hard, and are thrown from your seat. The cockpit is nearly crushed — and so are you. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you have survived hitting the asteroid and may proceed.

To destroy the asteroid: Add your vehicle's weaponry# to your weaponry# +1 for your *confront#*. Roll the 12-dice to blow the asteroid to smithereens.

If your *confront#* is equal to or more than your *roll#*, add the difference +12 to your MP total. The asteroid detonates into a fiery cloud of space dust. Zooming swiftly through the cloud, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The asteroid is composed of incredibly dense metal alloys that absorb the fired blast. Recalibrating your weapons, you prepare to fire again. Add +2 to your confront# for your new confront#. Roll the 12-dice to squeeze off a more powerful blast at the advancing asteroid.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The asteroid explodes against the stars and you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have destroyed the asteroid. Once the asteroid is blown away, you may proceed.

"Our particle shields are taking a pounding!" the copilot shouts.

In the distance, you see a small red planet. Angling toward the planet, you adjust the navigational sensors. "Imperial technicians on Coruscant determined that Admiral Termo's message originated from an alien communications system," you inform the copilot. "There must be some kind of transmission station on this planet. Scan for any structures or vehicles."

Glancing at a viewscreen, the copilot responds, "Sensors show an object rising from planetary orbit! It's nearly twice the size of our ship. I can't get a clear picture on my screen, but . . . maybe it's just another asteroid?"

Holding back your anger at the copilot's stupidity, you reply, "Asteroids do not *rise away* from planets, soldier. It must be some kind of vehicle or weapon. Check for life signs."

"I'm not picking up any signs of life from the object," the embarrassed copilot answers. "It's made of plastoid and metal alloys. It's broadcasting a signal. I'm not certain, but I think the entire ship is some kind of . . . droid!"

Gazing out the viewport, your eyes locate the rising object. The droid-ship is unlike anything you have ever seen. It appears to be made of three gigantic plastoid tubes, connected by bales of energy cables. Long metal spikes extend in all directions from the tubes, pulsing with an eerie green light.

"It's changing course!" the copilot observes. "It's heading right for us!"

Suddenly, the ship's spikes ignite in a brilliant flash of light.

"It's powering up," you say. "It's going to attack!"

The droid-ship fires a blazing missile. Choose to take evasive maneuvers to fly away from the oncoming blast, transfer all energy to the Carrack's shields, or fire upon the missile.

To evade the oncoming missile: Add your skill# to your vehicle's stealth# +3 for your confront#. Roll the 12-dice to tilt the Carrack hard to starboard.

If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. The droid-ship's missile shoots by the Carrack. The Carrack's shields shudder as the missile detonates, but you have suc-

cessfully avoided taking a direct hit. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid-ship has fired a missile with a built-in target sensor. Despite your evasive maneuver, the missile follows the Carrack. You must proceed to transfer all energy to the Carrack's shields (below).

To transfer all energy to the Carrack's shields: Your skill# +2 is your confront#. Roll the 6-dice to direct every bit of energy into the shield generators.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The Carrack's shields tremble at the impact of the fired blast. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your shields will not power up fast enough. Angling the Carrack into the path of the oncoming missile, you must proceed to fire upon it (below).

To fire upon the missile: Add your vehicle's weaponry# to your weaponry# +3 for your confront#. Roll the 12-dice to shoot the blazing missile.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Your aim could not have been any better. The missile detonates and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You aim too high and miss. The droid-ship's missile races closer to the Carrack, and you prepare to fire again. Add 1 to your confront# for your new confront#. Roll the 12-dice to shoot the missile again.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The missile ignites, bursting into a shower of twinkling sparks. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The missile hits. Roll the 6-dice to assess the damage.

If you roll 1 or 2: The missile slams into the cruiser. Sparks fly and debris falls throughout the cockpit. You are hit. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you have survived the missile attack and may proceed.

If you roll 3 or 4: Subtract an additional 20 MP from your MP total. The missile grazes your ship, but no one is hurt, and damage is minimal.

If you roll 5 or 6: Your weaponry takes a serious hit. Subtract 10 MP from your MP total. For the

rest of the mission, subtract 1 from the Carrack cruiser's weaponry# (if the weaponry# is 0 {zero}, do not subtract further).

If you have prevented the droid-ship's missile from striking the Carrack, choose to add either 50 MP to your MP total or 1 Life Point to your Life Point total.

"Our computer has determined that the droid-ship's weaponry is designed to disable our ship," the copilot shouts. "Our shield generators won't hold much longer!"

"Take the controls!" you command, rising from your seat. "The other soldiers and I will evacuate in our fighter crafts. As soon as we're in our ships, unlock the hydraulic clamps and release them from the Carrack. Then try to reach the planet!"

Racing to the Carrack's midsection, you find four Imperial soldiers positioned at their respective battle stations. "Prepare for an emergency evacuation," you command. "Eject from the port hatch and get to your ships. We will attempt to rendezvous with the Carrack on the planet's surface!"

It is a daring plan. Since the three TIE fighters and two TIE bombers are attached to the outside of the Carrack, you and the other pilots must step into the vacuum of space to reach the fighter crafts. Adjusting your uniform's life-support system, you open the air lock and step through the hatch.

Against the distant stars, you see the droid-ship repositioning for another attack. The ship's spikes are pulsing green. You must act fast.

The exterior of the Carrack was designed with numerous handholds and footholds. You should be able to quickly climb to your fighter craft. Or you can try to leap from the Carrack's hatch to your vehicle. Choose now to leap or to climb.

To leap to your vehicle: Your stealth# +2 is your confront#. Roll the 6-dice to leap from the Carrack's hatch to your vehicle.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Pushing away from the Carrack, you quickly reach your vehicle's ingress hatch. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You nearly lose your footing on the Carrack, and realize that leaping might not be such a good idea. Proceed to climb to your vehicle (below).

To climb to your vehicle: Your strength# +2 is your confront#. Roll the 6-dice to scale the Carrack's exterior toward your vehicle.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Seconds after leaving the Carrack's hatch, you reach your vehicle. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your uniform's life support system fails, you become dizzy, and you crash back

into the cruiser. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your Life Point total is 1 Life Point or more, add 1 to your confront# for your new confront#. Using your new confront#, roll the 6-dice to hold your breath as you climb to your vehicle.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Moving forward, you are able to hold your breath until you reach the interior of your vehicle. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have reached your vehicle. Then you may proceed.

Reaching the top of your vehicle, you yank the manual release of the ingress hatch. A quick glance confirms the other pilots have also reached their fighter craft. Clambering into the cockpit, you secure the hatch and activate your ship's controls.

Switching on your comm unit, you address the Carrack's copilot, the only Imperial remaining on board. "Release the TIE fighters!"

Before the copilot can activate the release mechanism, the droid-ship fires on the Carrack, striking the Imperial cruiser's shield generator. A small explosion ruptures the

generator and sparks arc away from the Carrack. Static blares from the comm.

The alien ship has damaged the Carrack's operation systems and your vehicle remains attached to the Imperial cruiser. By activating your thrusters, you should be able to tear away from the Carrack. You must either climb out of your vehicle to release the hydraulic clamp or tear away from the Carrack by hitting the thrusters. If you decide to unlock the clamps, choose to hotwire the locking mechanism or blast it with a weapon, with or without Power.

To hotwire the clamp's locking mechanism (without Power): Your skill# +1 is your confront#. Roll the 6-dice to scramble out of your vehicle and hotwire the lock.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. You climb out of the cockpit and easily hotwire the locking mechanism, you can now fly your vehicle away from the Carrack. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The hydraulic system has been damaged by the attacking droid-ship. Since you're already outside of your cockpit, proceed to blast the locking mechanism, with or without Power.

To hotwire the clamp's locking mechanism (using Power)*: Choose your Object Movement Power. Your skill# + your Power's mid-resist# + your Power# is your confront#. Roll the 6-dice to climb out of your vehicle and pop the lock.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. The lock opens easily, and you may proceed to fly your vehicle away.

If your confront# is less than your roll#, subtract the difference from your MP total. Uh-oh. The hydraulic system has been damaged by the droid-ship. You must try to blast your way out, with or without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To blast the locking mechanism (without Power): Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 12-dice to destroy the locking mechanism.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The hydraulic clamp explodes into shrapnel. You climb back into your cockpit and safely pilot your vehicle away from the Carrack. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The lock is resistant to your weapon. Proceed to reenter your vehicle and use your thrusters to tear away from the Carrack (below).


To blast the locking mechanism (using Power)*: Choose your weapon, and your Aim Power. Your weaponry# + your Power's low-resist# + your Power# is your confront#. Roll the 6-dice to blow the lock to dust.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. The clamp is history. You may now climb back into your cockpit and proceed to blast off.

If your confront# is less than your roll#, subtract the difference from your MP total. The lock is resistant to your weapon. Proceed to climb back into your vehicle and use your thrusters to tear away from the Carrack (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To use your thrusters to tear away from the Carrack: Choose your vehicle (it must be capable of space travel). Your vehicle's speed# + your skill# is your confront#. Roll the 6-dice to blast free of the Carrack's clamps.



If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. A snapping sound outside your vehicle confirms the hydraulic clamp has broken. Speeding away from the Carrack, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You will need to use additional thrust to break free of the hydraulic clamp. Add +5 to your confront# for your new confront#. Roll the 12-dice to fire your engines at a higher power level.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You

break away from the Carrack and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have blasted free of the Carrack. Then you may proceed.

A crackling blue cone of light projects from the droidship, sweeping over the Carrack. Checking your sensors, the projection of blue light is identified as a powerful tractor beam. Your vehicle is no match for the alien vessel. Rather than risk your own capture, you veer away from the Carrack.

Racing toward the red planet, you glance at your rear viewscreen to see the Imperial cruiser caught in the droidship's tractor beam. The other pilots will have to attempt escape on their own.

The other vehicles remain secured to the Carrack. You are the only pilot to escape the alien ship. Choose to add either 20 MP (50 MP for Advanced Level players) to your MP total or 1 Life Point to your Life Point total.

Descending to the red planet, you realize the Empire made a mistake in sending a mere Carrack on this mission, even if it was specially outfitted.

Glancing at your scanner viewscreen, you find there is no sign of the bizarre spike-covered ship behind you. You can only imagine the fate of the Carrack and its crew, but you block the thoughts from your mind. Your mission is to locate Admiral Terno and retrieve his holotape.

Passing down through the atmosphere, you soar over the surface of the planet. It appears to be covered with rocks and red soil. As you fly toward a low mountain range, you discover a dense forest of red-leafed trees. Except for the tall trees, your vessel's sensors do not detect any other sign of life on the planet.

Beyond the forest, you fly low over a wide desert. The red sun is setting on the horizon, casting long, rocky shadows on the dry terrain. A flash of reflected sunlight brings your attention to an object on the ground. You angle your vehicle for a closer inspection.

The object is an escape pod lying in the red dirt. Circling around the crash site, you bring your vehicle down to land near the pod.

Securing your weapons, you climb out of your vehicle and walk slowly to the escape pod. One of the pod's hatch doors is propped open. A warm breeze sends a fine rain of red dust into the air.

Stepping closer to the pod, you bend down to look inside the open hatch. At first, you see only darkness within the pod. Then a single green photoreceptor blinks on.

A small, round droid hurtles out of the pod and into the air in front of you. Resembling a remote, the droid reminds you of a model you once saw in a museum. "Kitcha dagga chikt-chikta!" the green-eyed droid exclaims as a panel slides back on its metal surface. Instantly, a small laser weapon snaps out from the panel, extending in your direction. "Surrender immediately!"

The hovering droid may know where to find Admiral Termo. You will probably have to destroy the droid to prevent it from alerting any other droids of your pres-

ence. But you may want to try communicating with the droid first. Choose to question or combat the droid. If you choose combat, choose to combat with or without Power.

To question the droid: Your charm# is your confront#. Roll the 6-dice to ask the droid if it has seen any Imperial survivors from the escape pod.

If your confront# is equal to or more than your roll#, add the difference to your MP total. "You will join your friends soon enough!" the droid answers, then orders, "Drop your weapons!" Although you have added points to your MP total, the droid has not provided any useful information. It is prepared to shoot you. You must combat it, with or without Power (below).

If your confront# is less than your roll#, subtract the difference from your MP total. The droid ignores your question and insists you drop your weapons or it will fire. Proceed to combat the droid, with or without Power (below).

To combat the droid (using Power)*: Choose your Object Movement or Deception Power. Object Movement will push the droid down, smashing it into the ground. Deception will allow you to create a system failure signal on the droid's optic sensor, causing the droid's compact repulsorlift engine to explode. Your Power's low-resist# + your Power# + your stealth# is your confront#. Roll the 6-dice to destroy the droid.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The droid either

smashes into the sand or detonates in midair. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The heat must be getting to you. Proceed to destroy the droid, without using Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To combat the droid (without Power): Choose your weapon. Add your weaponry# to your weapon's mid-range# +4 for your confront#. Roll the 12-dice to scatter the droid's atoms across the desert.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. In an impressive display of fireworks, the droid erupts upon your blast's impact. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid zips to the left, dodging your blast with ease. Then it returns your fire, clipping your armor plating. Add 1 to your confront# for your new confront#. Roll the 12-dice to shoot another blast at the small hovering droid.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your well-aimed blast shatters the droid, sending its bits all over the sand.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until the droid is nothing but fried circuits. Once you have destroyed the droid, you may proceed.

Crawling into the escape pod, you look for clues to help you discover what has happened to Admiral Terno. All you find are emptied food ration containers and two blaster rifles, both drained of energy. You realize Admiral Terno and his communications officer must have used their weapons' energy to stay alive.

The pod's communications system is severely damaged, but you know that Terno somehow managed to send a signal to the Empire. After thoroughly inspecting the small cabin, you crawl out of the pod. It is when you are crawling out that you notice the footprints on the ground.

Following the footprints up a rocky slope, you reach the top and see a tall tower in the distance. Although it is alien in design, it is possible that Terno's communications officer was able to transmit a signal from the tower. You decide to make a quiet approach to investigate the tower.

Your vehicle contains various emergency survival equipment. Pushing aside the compressed inflation shelter and anti-shock blankets, you retrieve your AJP-400 jetpack.

To reach the alien transmission tower, choose to fly with your jetpack or run on foot. If you choose to run, you can still carry the jetpack with you for future use.

To fly to the tower: Your skill# + your stealth# + your jetpack's stealth# is your confront#. Roll the 12-dice to fire your jetpack's thrusters and soar to the tower.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Rising rapidly into the air, you stabilize and move forward, reaching the tower in seconds. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You have risen too high and must adjust the controls to compensate for the small planet's gravity. Subtract 1 from your confront# for your new confront#. Roll the 12-dice to adjust the jetpack controls.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Leveling off, you descend to the tower and land. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Although you are getting a fine view of the desert, you are not any closer to the tower. Repeat this confront with your new confront# until you have properly adjusted your controls. Once you have landed by the tower, you may proceed.

To run to the tower: Your strength# + your stealth# +3 is your confront#. Roll the 12-dice to sprint across the desert.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Glad for the physical exercise, you sprint for a few minutes and reach the tower. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The sand is loose and makes for a difficult running surface. Repeat the confront until you have reached the tower. Then you may proceed.

You find more footprints at the base of the tower. Beside the prints you suspect were left by Terno and his communications officer, you find several sets of deep indentations in the ground. The new prints have been made by heavy bipedal machines, possibly droids. Studying the prints closely, you determine the two Imperials encountered four automatons.

You follow the footprints away from the tower. Gazing ahead, you see only the wide open desert. It looks like you might be in for a long walk.

But only several steps later, the footprints end. It appears as if the two Imperials and the four automatons vanished into nothing. Remembering that no life-forms were detected on the bizarre droid-ship, you believe the two men are probably still on the planet.

As you try to figure out what happened to Terno, his communications officer, and the droids, you hear the sound of sand shifting behind you.

Turning quickly, you see a pair of cylindrical metal heads rising up from the red sand. Two large droids push their way up from their subterranean hiding places. The sand falls away from their bodies to reveal they are ancient battle droids. Each droid has three skeletal arms, and each arm grips an ancient vibro-ax.

Choose to evade or combat the battle droids. If you choose to evade, choose to evade with or without Power. If you choose combat, choose to combat both at once or one at a time.

To evade the two battle droids (using Power)*: Choose your Evasion Power or Object Movement Power. Using Evasion, you can leap aside and the droids will trip over themselves trying to catch you. Using Object Movement, you can force both droids to slam into each other with an immense impact. Your Power's mid-resist# + your Power# + your stealth# is your confront#. Roll the 6-dice to evade the droids.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The droids lie in a tangled heap in the sand. You may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droids are stronger than you realized. Raising their vibro-axes, they lurch toward you. Now you must either evade them without Power or combat them (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the two battle droids (without Power): Add your skill# to your stealth# for your confront#. Roll the 6-dice to activate the thrusters on your jetpack.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Launching into the air, you look down at the two bungling droids as they

accidentally strike each other down with their own vibro-axes. The damaged droids fall to the sand, and you land near their deactivated bodies. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droids have not struck each other, as you hoped they would. Add your jetpack's distance# + your jetpack's stealth# +3 to your confront# for your new confront#. Roll the 12-dice to jet up into the air.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Flying through the air, you lead the two droids on a chase from the tower to Admiral Termo's escape pod then back again. The droids try to catch you from the ground, but run so hard they wreck themselves. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Although you have given the droids quite a run, they do not show any sign of wearing down. You must proceed to combat both droids at once (below).

To combat both battle droids at once: Choose your weapon. Add your weaponry# to your weapon's mid-range# for your confront#. Roll the 12-dice to fire a blast that will ricochet off one droid's head and strike the other droid's left knee joint.

If your confront# is equal to or more than your roll#, add the difference +20 to your MP total. The first droid's

head explodes, then the blast ricochets and blows away the second droid's left leg. Both droids topple backward into the sand. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice.

If you roll 1, 2, or 3: The first droid's head explodes, but the second droid dodges the ricochet. You must now defeat the second droid. To do so, follow the rules for combating one droid at a time (below), but you only have to defeat one droid.

If you roll 4: Your shot hits the first droid, ricochets to destroy the second droid, and then ricochets again . . . right back at you. You don't have time to duck, and are hit. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you survive the blast and may proceed.

If you roll 5 or 6: Your trick shot fails to reach either target and the two droids advance toward you. Now you must proceed to combat one droid at a time (below).

To combat one battle droid at a time: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to fire at the nearest vibro-ax-wielding droid.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The first droid's cylindrical head explodes, leaving nothing but flaming shrapnel above the droid's shoulders. Repeat this confront to attack the second droid. When you have defeated both droids, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Missing the droid, you must fire again. Add 5 to your confront# for your new confront#. Roll the 12-dice again to shoot the battle droid.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The blast cleaves the droid's head clean off its body. If necessary, repeat this confront to combat the second battle droid. When both droids lie headless in the sand, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront with your new confront# until you have shot both droids. After defeating the two battle droids, you may proceed.

Like the floating droid you encountered at the escape pod, the two fallen battle droids appear ancient in design. Since there are few Imperial records of the Unknown Regions, you are left to wonder what brought the droids to this remote planet.

You have located the transmission tower used by Admiral Termo and his communications officer to transmit a distress signal to the Empire. You have also defeated a total of three droids on the mysterious red planet. Choose to add 70 MP (100 MP for Advanced Level players) to your MP total or 2 Life Points to your Life Point total.

Returning to the area where Termo's footprints end, you brush the sand away. Just as you suspected, a metal hatch lies below the surface of the sand, a possible trapdoor to an underground lair.

A sophisticated electronic lock secures the hatch. Although the lock is an alien design, you think you might be able to hotwire it. Blasting off the lock is also possible, but it might alert more droids. Choose to hotwire the lock or blast it off.

To hotwire the lock: Your skill# +5 is your confront#. Roll the 12-dice to use a set of Imperial-issued pocket tools to open the lock.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Without making a noise, the lock snaps open and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. No matter how you tackle the alien-designed lock, it will not yield to your tools and expertise. You must proceed to blast the lock off (below).

To blast the lock off: Choose your weapon. Add your weaponry# to your weapon's close-range# +3 for your confront#. Roll the 12-dice to blast the lock.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The lock shatters and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Although the lock now has a sizable dent, it remains fixed on the hatch. Repeat the confront until you have blown the lock clean off the hatch.

Lifting the hatch door to the side, you find a stairwell cut into the ground. From where you stand, the stairs lead down to a shadowy chamber. Taking great care to remain quiet, you descend the stairs.

At the bottom of the stairs is a gravel floor. A single door is framed by red stones against a dirt wall. Touching the door, you find it is made of dense plastoid.

A metal panel is set into the wall next to the door. You place your hand on the panel, and the door slides sideways into the wall to reveal a long corridor. The corridor is dimly illuminated by two dust-covered glow rods dangling from the low ceiling. At the end of the corridor, an open doorway seems to invite you forward.

Sensing a trap, you step back to the stairway. You crouch down, lift a handful of gravel from the floor, and toss it through the doorway into the corridor. The moment the gravel hits the corridor floor, a sensor is activated. In

that instant, five lethal laser beams burst from each of the two ceiling-mounted glow rods. Had you stepped into the corridor, you would have been sliced to ribbons.

The glow rods begin rotating, creating a criss-crossing laser web within the corridor. You cannot help but be impressed by the ancient security system.

To continue your search for Admiral Terno, you must reach the door at the other end of the corridor. Choose to pass through the corridor with or without Power.

To pass through the corridor (using Power)*: Choose your Object Movement Power or your Evasion Power. Object Movement will direct the lasers away from your path. Evasion will allow you to leap through the corridor, avoiding any contact with the laser beams. Your Power# + your stealth# + your Power's low-resist# +2 is your confront#. Roll the 12-dice to reach the doorway at the other end of the corridor.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Reaching the other doorway, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Halfway through the corridor, more laserbeams burst from the glow rods, creating an even tighter web. Unable to avoid all the lasers, you are wounded. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you must proceed with a

new confront#. Add 2 to your confront# for your new confront#. Roll the 12-dice to reach the safety of the doorway.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You have survived your dangerous journey through the corridor and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Unable to reach the far door by using Power, you must proceed to pass through the corridor without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To pass through the corridor (without Power): Choose your weapon. Add your weaponry# to your weapon's mid-range# for your confront#. Roll the 6-dice to blast the nearest ceiling-mounted glow rod.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Scoring a direct hit, the nearest glow rod explodes, destroying the built-in laser mechanism. Stepping boldly forward, repeat this confront to blast the second glow rod. When both glow rods are destroyed, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The glow rod is undamaged. You will have to adjust the setting on your weapon. Add +1 to your confront# for your new confront#. Roll the 12-dice to blast the glow rod.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Adjusting your weapon made a striking difference. The glow rod explodes, blowing a small hole in the ceiling. If necessary, repeat this confront to blast the second glow rod. When both glow rods are destroyed, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the glow rod. When you have destroyed both glow rods, you may proceed.

Reaching the doorway, you enter a circular, rock-walled chamber with a high ceiling. A massive, ancient computer fills the center of the room, and another door is visible beyond the computer. The chamber appears to be a control room. Hoping to gain information that might lead to Admiral Terno, you approach the computer.

To your left, the wall suddenly crumbles, revealing a camouflaged hiding place. A vibro-ax-wielding battle droid steps out from the rubble and advances toward you.

In order to examine the computer, you must first get rid of the droid. Fighting the battle droid with a weapon may damage the computer or alert more droids. Recalling your earlier confrontation with the other battle droids, you believe you can stop the droid without using a weapon. Choose to combat the battle droid with or without a weapon.

To combat the battle droid without using a weapon:

Add your skill# to your strength# for your confront#. Roll the 6-dice to launch a powerful kick to the side of the droid's knee joint.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The knee joint shatters and the droid topples, smashing its head against the floor. The droid is disabled and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid dodges your kick and raises its skeletal arms, preparing to strike you down with its vibro-axes. Proceed to combat the battle droid with a weapon (below).

To combat the battle droid using a weapon: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to shoot the droid's cylindrical head.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The battle droid's head detonates, illuminating the dim room with a brilliant flash of light. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your shot bounces off the battle droid and blasts a circuit board on the ancient computer. The computer is damaged. You must take more careful aim. Subtract 1 from your confront# for

your new confront#. Roll the 6-dice again to combat the droid.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The impact of the blast knocks the droid's head out of its neck socket, pulling fried circuits and wires out of the body cavity. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have beheaded the battle droid. When the droid's head has been torn from its body, you may proceed.

Turning your attention to the ancient computer, you brush the dust from a wide, oval viewscreen. Although you are unfamiliar with the alien numerical figures, the viewscreen offers an image you can easily understand. On-screen, you see the droid-ship's view of the trapped Carrack in outer space.

The computer controls the satellite droid-ship that attacked and captured the Carrack cruiser. By accessing the computer, you may be able to free the Carrack from the droid-ship's tractor beam. If that doesn't work, a well-placed thermal detonator should destroy the computer, ending its connection to the droid-ship. Choose to jam the droid-ship's tractor beam or plant a thermal detonator in the computer.

To jam the droid-ship's tractor beam: If you damaged the computer in the last confront, your skill# +1 is your confront#.

Otherwise, your skill# +2 is your confront#. Roll the 6-dice to adjust the computer controls and make the droid-ship release the Carrack.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. On the computer's oval viewscreen, you see the droid-ship's tractor beam deactivate. The Carrack flies away and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The alien technology is beyond your technical abilities. Proceed to plant a thermal detonator (below).

To plant a thermal detonator: If you damaged the computer in your last confront, your skill# + your stealth# +5 is your confront#. Otherwise, your skill# + your stealth# +3 is your confront#. Roll the 6-dice to plant the bomb and dive for cover.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Crouching behind an old utility crate, you are protected when the detonator explodes. The Carrack has been freed and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The thermal detonator did not explode. You must leave your protective cover and try setting it again. Add 1 to your confront# for your new confront#. Roll the 6-dice again to reset the thermal detonator.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. This time, the detonator destroys the computer, freeing the Carrack from the droid-ship's tractor beam. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Just as you leave your protective cover to reset the thermal detonator, the detonator explodes. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, the ancient computer is destroyed and you may proceed.

With any luck, the Carrack will locate your vehicle and the Imperial crew will follow your trail to the underground stairway. Wasting no time in your quest for Admiral Terno, you run to the triangular plastoid door.

You have rescued the Carrack cruiser and the other Imperial pilots. Add 20 MP to your MP total (70 MP for Advanced Level players).

The triangular door slides into the wall. Stepping over the threshold, you enter a broad, cavernous chamber. The chamber looks like an underground supply room for ancient junk. On one long table, you find neatly arranged hardware for refrigeration containers, ancient repulsorlift engines, and industrial vaporators. All of the equipment ap-

pears to be in excellent condition, but the technology is several hundred years old. Although the material might interest a historian, it is useless to the Imperial Navy.

The chamber is lined with tall shelves, piled high with stacked containers of more machinery. You have no idea of what happened to the people who once lived on this planet, but you suspect they haven't set foot in this room for a very long time.

"Help!" a voice cries out from the far corner of the room. "Can anyone hear us?"

Running to the corner, you reach a bolted door with a built-in air vent. Peering through the vent, you see two Imperial officers.

"Admiral Terno?" you inquire.

"Yes!" Terno answers. "And my communications officer, Tix! Can you get us out?"

Ignoring the Admiral's question, you ask, "Are you in possession of Grand Moff Tarkin's third holotape?"

"Yes, I have it!" Terno replies.

"Then stand away from the door," you command.

An electronic lock secures the thick cell door. Choose to hotwire the lock, kick the door down, or blast the door open.

To hotwire the lock: Your skill# + 1 is your confront#. Roll the 6-dice to unlock the door.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The lock eases back and the door slides open, freeing the prisoners. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The ancient lock is too difficult. Proceed to kick the door down (below).

To kick the door down: Your strength# +2 is your confront#. Roll the 6-dice to launch a powerful kick at the door.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The door tears away from its frame, smashing down upon the cell floor. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your foot did not even dent the thick door, but you think you might be able to kick it harder with your other leg. Add 5 to your confront# for your new confront#. Roll the 12-dice to kick the door with your other leg.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You kick the door so hard it smashes against the far wall of the cell. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Barely denting the door, you don't even consider wasting another kick. Proceed to blast the door open (below).

To blast the door open: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to blow a wide hole through the door.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The door vaporizes and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have blasted the door open. Then you may proceed.

Admiral Termo and Officer Tix leap out of the cell. "Do you know the way out of here?" Termo asks.

"Follow me," you answer. Turning back, you pass the shelved containers of old machinery. Suddenly, another battle droid steps away from a row of shelves. Before you can react, the droid swings a vibro-ax down toward you. The vibro-ax barely misses you but slices through your weapons belt, sending your weapons scattering across the floor.

Termo and Tix try to find a place to hide. Rising from the floor to face the droid, you see six nearby containers out of the corner of your eye. The containers are easier to reach than your weapons. It is possible the containers hold something you can use against the battle droid.

Choose to grab a mystery item out of a container, evade the battle droid, or combat the battle droid with your bare hands.

To grab a mystery item out of a container: You do not need a confront# to grab a mystery item. Roll the 6-dice to reach into one of six containers. The number you roll will determine the container.

If you roll 1: Container #1 holds a medical kit. Add 1 Life Point to your Life Point total and roll again to obtain a weapon from another container.

If you roll 2: Container #2 conceals two vibro-axes. You grab both weapons. Add your strength# to your weaponry# for your confront#. Roll the 6-dice to cut the battle droid in half.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. The droid is no match for your cunning ability with the two vibro-axes. The droid's halved body crashes to the floor and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The battle droid knocks one vibro-ax from your hand. Repeat the confront until you have cut the droid in half with the other vibro-ax. Then you may proceed.

If you roll 3: Container #3 is empty. Subtract 10 MP from your MP total and roll again for another container.

If you roll 4: Container #4 provides an old but powerful beamdrill. This heavy mining tool employs a high-intensity pulse to disintegrate rock, so it should be capable of destroying the battle droid. Add your skill# to your strength# for your confront#. Roll the 6-dice to use the beamdrill against the battle droid.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. The beam-drill ruptures the droid and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Missing the battle droid, you accidentally blast a deep hole into the wall. Repeat the confront until you have destroyed the droid. Then you may proceed.

*If you roll 5: Container #5 holds an ancient grenade. When you pick it up, the brittle grenade explodes. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you may roll again for another container. (If you roll another 5, roll again — you won't be touching *this* container twice!)*

If you roll 6: Container #6 contains a compact macrofuser. With this miniature welding tool, you should be able to damage the droid beyond repair. Your skill# + your stealth# +5 is your confront#. Roll the 12-dice to take a melting jab at the battle droid.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Using the macrofuser, you are able to melt the droid's circuits and may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The battle droid dodges the macrofuser. As it steps toward you, you realize you must evade the battle droid (below).

To evade the battle droid: Add your stealth# to your strength# for your confront#. Roll the 6-dice to draw the battle droid toward the empty cell.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. The battle droid lunges at you but you leap high into the air. Passing underneath you, the droid smashes its body into the cell's doorway, jamming its shoulders into the wall. It is unable to free itself. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid is not easily tricked. You must proceed to combat the droid with your bare hands (below).

To combat the battle droid with your bare hands: Your skill# + your strength# +4 is your confront#. Roll the 12-dice to ram your fist into the droid's head.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. You hit the droid right below its photoreceptor. Sparks fly from the droid's neck socket as its head tears free from its body. The headless droid is disabled and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid ducks and your fist sweeps over his head. Add 1 to your confront# for your new confront#. Roll the 6-dice to throw another punch at the droid's head.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The droid's head tears away from its shoulders and you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The droid slices into you with its vibro-ax. Either subtract 50 MP from your MP total or subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, repeat this confront until you have defeated the battle droid.

"Hurry!" you order Admiral Terno and Officer Tix. The two Imperial officers follow you out of the underground chambers. Running back through the computer room and corridor, you reach the stairway and run up the steps. When you emerge through the hatch and step out onto the desert floor, night has fallen upon the mysterious red planet.

The roar of engines overhead causes you all to look upward. The Carrack light cruiser descends from above, landing near the ancient transmission tower.

"Thank you for rescuing us," Admiral Terno states. Reaching into his pocket, he removes a holotape. "When I give this holotape to Emperor Palpatine, I will be certain to tell him of your courage. He will appreciate your effort in rescuing me."

The valuable holotape appears undamaged. "I believe the Emperor will be very pleased indeed, Admiral," you remark.

By rescuing Admiral Terno, you have recovered Grand Moff Tarkin's holotape. Add 300 MP to your MP total (500 MP for Advanced Level players). Good work!

**THE
AFTER-
MISSION**

Captain Mordak, the TIE pilots, and the Imperial Royal Guard lined up beside the landed Carrack cruiser. In front of Captain Mordak, Admiral Termo and Officer Tix stood at attention, filthy and unshaven. Everyone watched in silence as Darth Vader lifted the secret hatch that led to the underground stairway. Releasing the hatch from his grip, Vader let the hatch slam to the ground.

Vader turned to the Imperial troops. A gentle wind blew in the night air, causing Vader's cape to flap at his back.

"The relics below are of no use to the Empire," Vader declared. "However, it would be most unfortunate if this planet were discovered by the Rebel Alliance. Three TIE pilots will remain here with their ships. They will destroy the transmission tower and the underground chambers."

"Although the battle droids were destroyed, Lord Vader, there may be droids below," Admiral Termo commented. "Officer Tix and I were captured by eight floating droids, about the size of remotes. By your account, one such floating droid was destroyed earlier in our escape pod, but the others may be preparing for attack."

"Then *we* will be more careful than *you* were, Admiral," Vader replied. "Perhaps you will remember that the next time you abandon an Imperial Star Destroyer."

Termo ignored Vader's remark. "The Emperor will understand I was left no choice but to abandon the Star Destroyer *Liquidator*. He will appreciate my efforts to deliver Grand Moff Tarkin's holotape to Coruscant."

"What makes you so certain of the Emperor's faith in you, Admiral Termo?" Vader asked.

"Emperor Palpatine knows my loyalty is without question," Termo answered. Reaching into his pocket, Termo

held out the holotape for Vader to examine. "Grand Moff Tarkin himself appointed me to carry his holotapes to Del-rakkin."

Vader stepped closer to Terno and raised a finger at the Admiral's face. "For losing the first two holotapes and your Star Destroyer to the Rebel Alliance, the Emperor has already determined your fate, Admiral," Vader stated.

Terno remained calm. "Don't try frightening *me*, Vader," Terno cautioned. "I am, after all, an Imperial Admiral. Your magic tricks may fascinate the younger officers, but they won't have any effect on —"

Admiral Terno choked and his eyes went wide as his throat sealed. He reached one hand toward his neck, trying desperately to breathe. His eyes darted to Darth Vader's helmet. In that instant, the Dark Lord of the Sith reached out and removed the holotape from Terno's other hand. Terno's eyes rolled upward as if searching the night sky for any sign of help. Then the admiral's knees buckled and he fell lifeless to the ground.

Turning away from Terno's body, Darth Vader faced Captain Mordak. "We will deliver Grand Moff Tarkin's holotape to Coruscant immediately," Vader announced.

"Yes, Lord Vader," Mordak answered, trying to hide the fear in his voice.

Beneath the desert planet's surface, seven droids floated in the musty air of a hidden chamber.

"The invaders are still above us," one of the droids observed. "They might wreck the transmission tower!"

"We were lucky to have lost only a few droids during the invasion," another floating droid said.

"We are not so lucky," yet another droid observed. "They will attempt to destroy us all. More invaders will come. All will be lost!"

"Are we agreed then?" the first droid asked. "Will we send a signal for our long-lost friend?"

The droids wobbled in the air, rotating their photo-receptors in agreement. "Very well," the first droid said, extending a thin manipulator into a computer console. "Our old friend may not remember us, but he is our only hope."

Lights blinked and flashed on the computer. The signal was on its way.

On the fourth moon of the giant gas planet Yavin, Luke Skywalker, Princess Leia Organa, Han Solo, and Chewbacca the Wookiee were studying star charts in the war room.

"We can't stay on Yavin Four forever," Leia commented. "The Empire must know we're still here. Every day we stay on this world, we risk being discovered by Imperial forces."

"Wedge Antilles and Rogue Squadron have probably reached Space Station Kwenn by now," Luke noted, referring to the citylike fuel and supply stop at the edge of the Outer Rim. "If they can figure out the less-navigated trade routes, we might find safe passage to another system."

"Maybe we could find a planet in the Corporate Sector," Solo suggested. "Chewie and I know a few good hiding places in that system."

Before anyone could answer, the golden droid C-3PO entered the room. "Master Luke!" the droid called out. "I think something terrible has happened to Q-7N!"

Chewbacca growled, concerned about the small floating droid known as Q-7N.

"What's wrong with him, Threepio?" Luke asked. "Where is he?"

"Artoo-Detoo is keeping an eye on him, sir," C-3PO announced. "But I believe Q-7N's old circuits are scrambled! He keeps on saying he's received a signal and that his world is in danger. Artoo and I don't know what he's talking about!"

"Q-7N has been a great ally to the Rebellion," Princess Leia declared. "If his world really is in danger, we should do whatever we can to help him!"

The Rebel heroes followed C-3PO out of the war room. "Dear, oh, dear!" the golden droid muttered. "I only hope we're not too late!"

NEXT MISSION: ROGUE SQUADRON TO THE RESCUE



Darth Vader has returned
to Coruscant after the
destruction of the first
Death Star. There, he
discovers his next mission.
In the days before Grand
Moff Tarkin's death, Tarkin
recorded a top secret
holotape . . . complete with
information that would
enable the Empire to
dominate hyperspace. Your
mission: to retrieve the
missing holotape and bring
glory to the Emperor.

Good luck.

This edition is only available for distribution
through the school market.

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